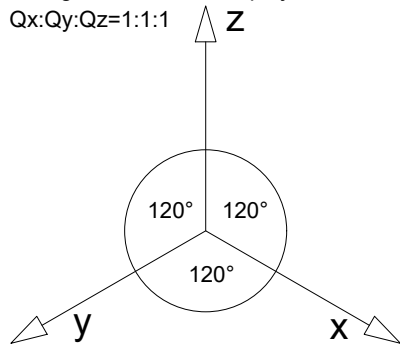


Isometric axonometric pr.

orthogonal axonometric projection

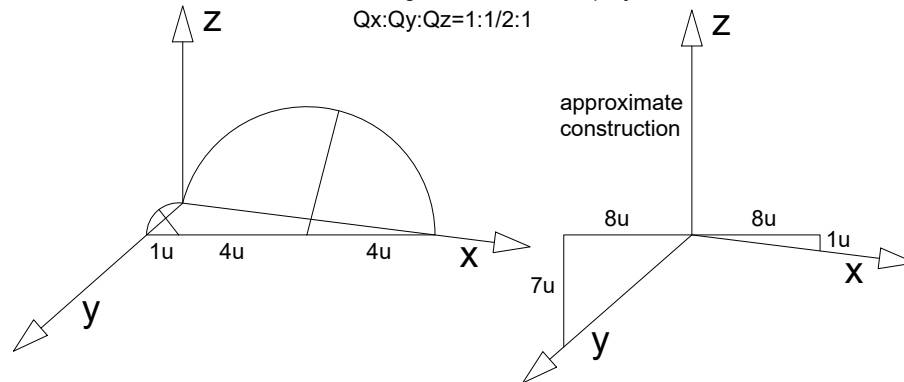
$Q_x:Q_y:Q_z=1:1:1$



Technical axis triplet (dimetric ax. pr.)

orthogonal axonometric projection

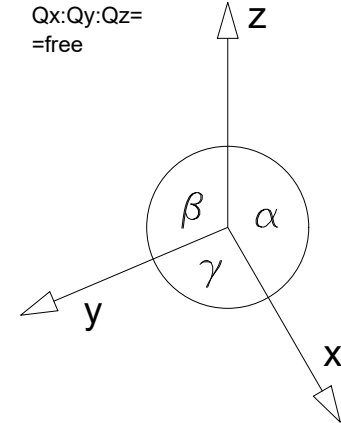
$Q_x:Q_y:Q_z=1:1/2:1$



Free axonometric pr.

generally oblique axonom. pr.

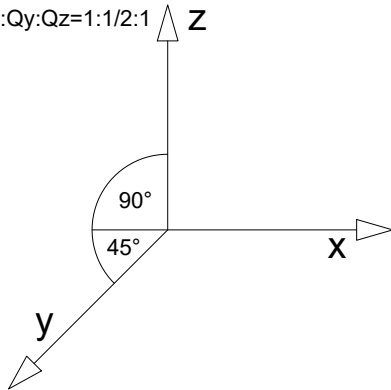
$Q_x:Q_y:Q_z=$
 $=\text{free}$



Cavalier axonom. pr. 1

oblique axonometric projection

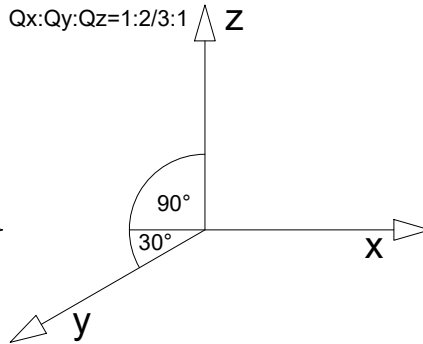
$Q_x:Q_y:Q_z=1:1/2:1$



Cavalier axonom. pr. 2

oblique axonometric projection

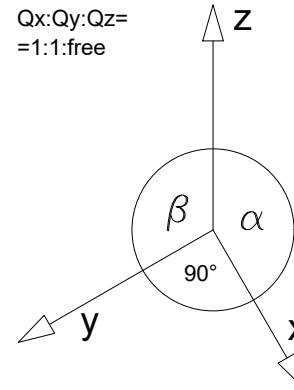
$Q_x:Q_y:Q_z=1:2/3:1$



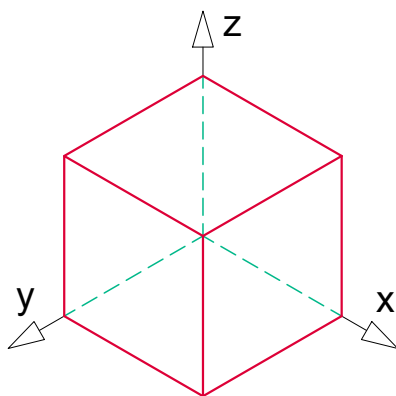
Military axonometric pr.

oblique axonometric projection

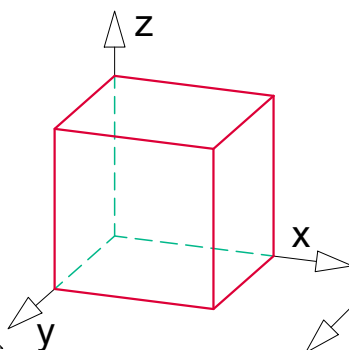
$Q_x:Q_y:Q_z=$
 $=1:1:\text{free}$



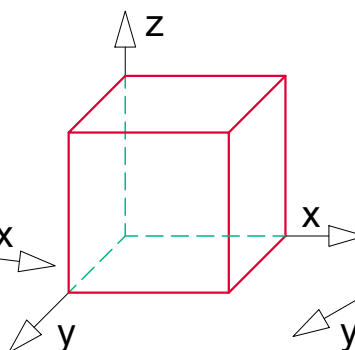
Isometric



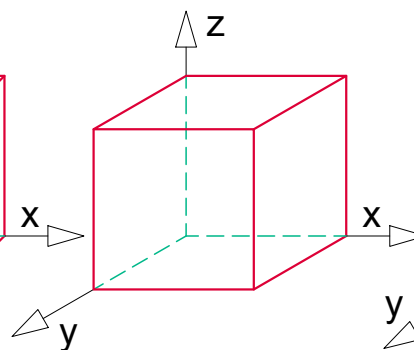
Technical ax. tr.



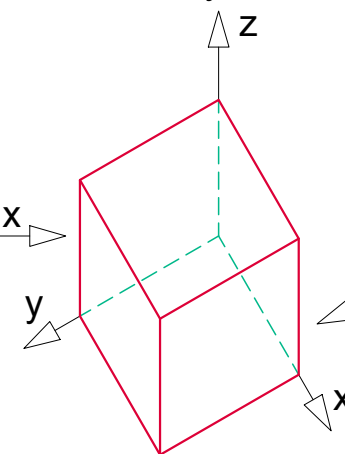
Cavalier 1



Cavalier 2



Military



Free

